

VIRTUAL SIMULATION LABORATORY





DEMONSTRATOR PROJECT SUMMARY

- WHAT A <u>virtual environment</u> providing remote access to ARC simulation laboratories for interactive participation with live experiments, simulation model, controls and display development, virtual prototyping, and data browsing capability all from the <u>researchers desktop</u>.
- WHY Expedites delivery of <u>aeronautical knowledge</u>, gleaned from the unique motion cueing, full mission, and airspace operations capabilities of ARC simulation experiments, <u>to bear on the design processes</u> of US aircraft industry.
- HOW Leverage off the <u>information technologies inherent to real-time simulation</u> to create an immersive, highly interactive, virtual environment tailored specifically to the needs of the aeronautical design process.
- WHEN Demonstrator project will deliver a fully functional prototype, situated at JSC, with Rockwell and Lockheed researchers interacting with a Space Shuttle simulation operating on the VMS within one year.
- HOW MUCH The cost for this prototype will be \$627K and will include all procurement and labor expenses.

THE VIRTUAL LABORATORY

- > A VIRTUAL ENVIRONMENT PROVIDING REMOTE ACCESS TO ARC
 SIMULATION LABORATORIES
 - Monitor and actively participate in a simulation experiment from any location in US
 - user defined displays
 - Integrated desktop development system allows researcher to;
 - develop math models, displays, control systems
 - validate models for higher quality experiments
 - provide fully compatible S/W modules to SimLab
 - Virtual prototyping
 - cockpit design
 - lab data system layouts
 - Demos, PR, education
 - demos made available regardless of location
 - include multiple groups simultaneously
 - low cost observers stations

CENTRAL ROLE OF SIMULATION IN AIRCRAFT DESIGN CYCLE

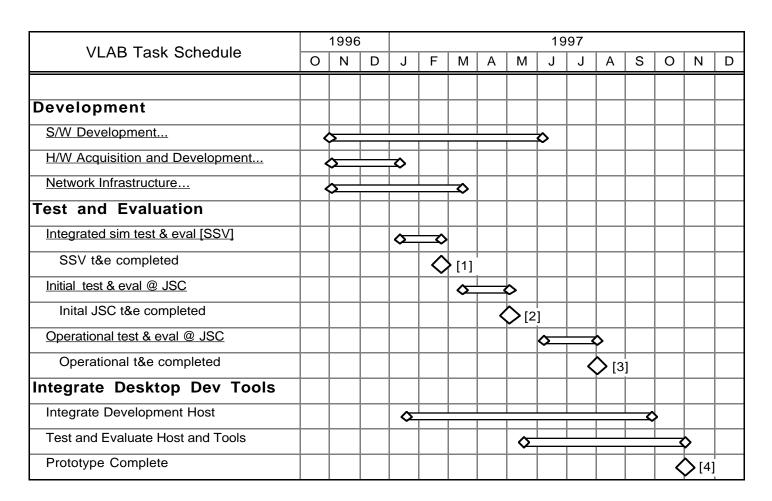
- Delivers NASA's simulation capability to industry's doorstep
 - ARC simulators are high fidelity, research oriented facilities
 - ARC simulators can be used for specific, focused purposes as well as basic research topics
- Allows industry to iterate design steps with piloted simulation
 - faster, less expensive pilot-in-the-loop evaluation of designs
 - closes loop with CFD and WT testing for better design decisions earlier in the process
 - interoperability among AOS facilities such as ATC, SDTF,
 full mission, and part task
 - collaborative work with Neural Net simulations (Code I)
- Enables industry/government partnerships to the benefit of US aeronautics
 - easier access to National facilities
 - shared databases
 - more effective and efficient design process

VIRTUAL LABORATORY APPROACH

- Real-Time simulation methodologies completely congruent with information technologies
 - hardware and software issues are the same
 - emphasis on attainment of knowledge, rather than collection of data
- Benefit from collaborative partnerships with Code I, industry, research community
 - share/borrow technology
 - remain focused on solutions to real needs
- Server/Client model
 - possible High Level Architecture (HLA) approach
 - low cost COTS hardware
 - COTS plus custom software



DEMONSTRATOR PROGRAM SCHEDULE



DEMONSTRATOR PROGRAM BUDGET

	Acquistions	Labor	Labor
	(x \$1000)	(person-month)	(x \$1000)
Development	\$312	19	\$143
Test and Evaluation	\$30	1 1	\$83
Integrate Dev Tools	\$0	8	\$60
Total Cost	\$342	3 8	\$285
[note] Labor Cost = (38) person- months ÷ 12 mon/yr x \$90k/person/yr			

Total Estimated Cost = \$627 K

